

interactions for building creative agents for produce random, interesting artifacts in a particular language.

16.(Amended) The method according to claim 1, further comprising:
identifying various system components, their roles and interactions in an architecture for computational creativity.

17. (Amended) The method according to claim 1, further comprising;
identifying a notion of thematic knowledge and its role in an architecture for computational creativity.

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Contd.
18. (Amended) The method according to claim 1, further comprising:
identifying a process of thematic instantiation and its role in an architecture for computational creativity.

19. (Amended) The method according to claim 1, further comprising:
identifying the role of class of knowledge in computational creativity called impressionistic knowledge.

20. (Amended) The method according to claim 1, further comprising:
identifying man-machine interfaces points for controlling a creative process executed by said system.

Q4
29 (Amended) A system for generating a story, comprising:
selecting a theme of said story;
examining elements of said theme and instantiating said theme; and
using said theme to select and control other aspects of the story generation, including a

plot of said story which employs knowledge-generated characteristics, relationships, and events.

30. (Amended) A signal-bearing medium tangibly embodying a program of machine-readable instructions executable by a digital processing apparatus to perform a method of story generation, said method comprising:

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Contd.
selecting a theme of said story;

examining elements of said theme and instantiating said theme; and

using said theme to select and control other aspects of the story generation, including a plot of said story which employs knowledge-generated characteristics, relationships, and events.

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Please add the following new claim:

--32. A method of creating a story, comprising:

A5
selecting a theme, wherein elements of the theme of the story are expounded upon in a simulation engine to further generate a plot of the story which employs knowledge-generated characteristics, relationships, and events.
